Center of Science Industry (COSI) Electronic Education Video Visits

Goals: increasing public understanding, improving teacher quality

Summary: COSI Columbus strives to provide videoconference programs that involve students in hands-on activities and exciting science demonstrations. With each program teachers receive the hands-on materials for 30 students used during the 40-60 minute show and materials and instructions for many additional hours of in-class activities.

Purpose:

Gadget Works – Students explore simple machines by observing the motion of wind-up toys, taking the toys apart and putting them back together again. Grades 2-6.

Dot Dash to Dot Com – Trace the evolution of electronic communication from the telegraph to the Internet. The COSI Team will assist students in building an electromagnet, circuits that work like computer logic gates, as well as tracing information over the Internet. Grades 6-12 (Cost per program, single point connection: \$190, Cost per program, per multi point connection: \$150)

Accomplishments/Results: To deliver a hands-on, highly interactive COSI experience to students in their classrooms, across the world. Since the beginning of the Electronic Education program in 1999, Video Visits have impacted 10,284 students in 25 states across the United States.

Future Plans: The Gadget Works program is highly successful and makes up the majority of our Video Visit audience. As the Electronic Education program began and during the first years of programming, several surveys indicated the topics that teachers were most interested in for Video Visits. This has not always proved to be true. We began with four Video Visit programs and are now down to one successful one and one that draws a small yearly audience. As we move forward we feel that a package of 3-4 Video Visits needs to be developed for the elementary audience. We are currently working on the details for a package of programs, which we will then seek funding to develop. Our current topics under consideration are Weather, Chemistry, and Space. At our recent state technology conference we discovered a big gap in program availability for K-2 audiences, which we will strive to address in our plans.